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Nintendo

Nintendo of America Inc.
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BANDAI

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

SUPER NINTENDO
ENTERTAINMENT SYSTEM

This video game is designed to provide an exciting make believe journey through the world of the POWER RANGERS ZEO. Please remember the difference between fantasy and reality. Do your fighting on the screen, not at home or at school.

Thank you for purchasing Bandai's™ POWER RANGERS ZEO Battle Racers™ Game Pak for your Super Nintendo® Entertainment System. Before you start playing, please read this instruction manual carefully and follow the correct operating procedures. Keep this instruction manual safe for future reference.

PRECAUTIONS

Fasten your seat belts and strap on your crash helmets! POWER RANGERS ZEO Battle Racers™ is revved up and ready to burn rubber. Test your driving skills on 16 challenging courses while racing, smashing and even blasting the competition off the track! You can choose from JET CYCLES, Hover Crafts, Dune Buggies, and QUADRAFIGHTERS, as you race against the computer or a friend. You can even race King Mondo's awesome 3-wheel chopper. Just remember one thing: there are no rules in POWER RANGERS ZEO Battle Racers, just winners and losers.

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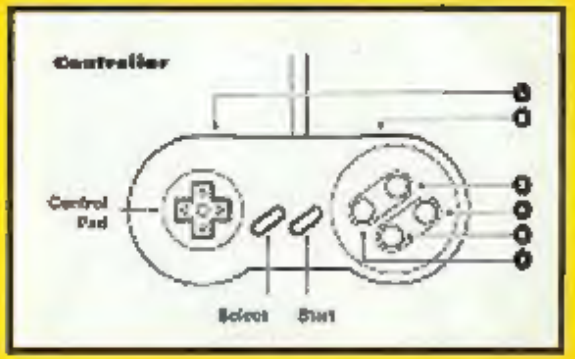
Insert the game pak in your Super NES unit and turn the power on. The Title Screen will appear. Select either 1 Player Start (1P Start), 2 Player Start (2P Start), or OPTION by using the Control Pad to highlight the desired choice, and then press the START or B Button.

If you select 1P Start or 2P Start, you will move directly to the Player Select Screen. If you select OPTION, you will access the Option Screen which allows you to select Mono or Stereo sound, choose the difficulty level (Novice, Pro, and Expert) choose the position of your rear view mirror on the Game Screen (up or down), and set up the configuration of the Controller. Press the START Button again to return to the Title Screen.



Super NES Controller Operation*

A Button:	Press to jump.
Y Button:	Press to brake or go back 1 screen in the game set up.
B Button:	Press to accelerate.
Control Pad:	Press to go forward, or to turn right or left.
L Button:	Press to downshift in Manual Mode.
R Button:	Press to upshift in Manual Mode
X Button:	Press to fire the Blaster.
SELECT Button:	Not Used
START Button:	Press to start the game or to pause.

*The Controller Operation is based on Key Type "A" in the Option Screen. You can reconfigure the Controller by changing the Key Type in the Option Screen, as described above.

POWER RANGERS ZEO Battle Racers is a combination racing game and Demolition Derby complete with Blasters. It is played on 5 Tracks which include a total of 16 race courses filled with obstacles and speed energizers. There are no rules in Battle Racers except one: win the race any way you can! The game can be played in 1 Player or 2 Player-Simultaneous Modes.

1 Player Mode
If you select the one Player Mode, you will be able to choose Race, Time Trial, or vs CPU Modes. After you choose any of these Modes, you will advance to the Player Select Screen. You can choose one of the following eight Characters and their corresponding Vehicle:

CHARACTER	VEHICLE
ZEO RANGER 1 (Pink)	Hover Craft
ZEO RANGER 2 (Yellow)	Dune Buggy
ZEO RANGER 3 (Blue)	Hover Craft
ZEO RANGER 4 (Green)	Dune Buggy
ZEO RANGER 5 (Red)	JET CYCLE
The GOLD RANGER	JET CYCLE
COG	QUADRAFIGHTER
KING MONDO	3-Wheel Chopper

Each Character/Vehicle has three attributes which are shown on the left side of the Player Select screen. They are Acceleration, Speed, and Grip. Acceleration refers to how fast the vehicle can accelerate, Speed indicates the vehicle's top speed, and Grip refers to the vehicle's traction. Press the Control Pad to highlight one of the Characters and press the B Button to select your choice.

After you select a Character/Vehicle, you can choose between Manual and Auto Modes. In Auto Mode, the vehicles automatically shift their own gears as you accelerate and decelerate. In Manual Mode, you must shift gears yourself. Press the R Button to upshift and press the L Button to downshift.

After you select a Character, you will advance to the Track Screen which lists your opponents. Then, you automatically advance to the Course Select Screen. Press the Control Pad up or down to access a Course, then press the B Button to select your choice and start the race.

The Racing Screen is divided into 3 main areas: the Front View, the Rear View, and the Data Section. The Data Section is at the top of the Racing Screen. The Character you are controlling is shown in the upper left hand corner and the lap time is displayed just to the right of the Character Icon. The bar in the center shows your RPM level and beneath it are the gears from Neutral through 7 (N 1 2 3 4 5 6 7). In Manual Mode you can use the RPM level to determine when to shift gears.

Below the gears is the Blaster Counter. You usually begin each race with 5 Blaster shots. As you use them up, an X will appear over the icons. In any Mode that does not use the Blaster (for example: Time Trial Mode) an X will appear over the word "Blaster". The Lap Counter is displayed in the upper right hand corner of the Racing Screen. It starts with a 0 and a 5 with a slash between them. The 0 is the total number of laps you have raced. This number will increase as you complete each lap. The 5 indicates the total number of laps in the race. The Speedometer is just to the left of the Lap Counter.

The Front View section appears either in the middle or the bottom of the Racing Screen depending on how you set up your Rear View Mirror in the Options Screen. The Front View Screen shows what is in front of your vehicle. There is a small Course Map in the upper right hand corner of this screen which shows the layout of the Course and tracks the movement of your vehicle. Your position in the race is shown in the bottom right hand corner of this screen.

The Rear View section is like a rear view mirror. This screen allows you to see what is behind you. In the 2 Player Modes, the Rear View section becomes the Front View section for the second player.

There are three different 1 Player Modes of play: Race Mode, Time Trial Mode, and vs CPU Mode.

Race Mode
In the Race Mode, you compete against three other drivers. You have to successfully complete five Tracks to win. Each Track has a predetermined number of Courses in it. For example, Track 1 includes Courses 1 and 2. You get 20 points for finishing first, 10 points for finishing second, 5 points for finishing third, and 1 point for finishing fourth.

At the end of each race, you advance to the Results Screen where the point totals for the latest race are shown. The screen shows the four characters in the race, their times and their points. Then, you advance to the Driver's Score Screen where the total points for all the races in all five Tracks are shown. If you finish in first or second place after all five Tracks, you win!

After the Driver's Score Screen, you advance to the Best Time/Name Entry Screen where you can enter your name if you have finished the race within a specific amount of time.

Time Trial Mode
Time Trial Mode is like a practice mode. It allows you to race on any of the sixteen tracks in the five Courses. You can choose any of the eight characters, and you race for five laps against the clock. When you finish a race, you can choose to retry the Track, change to a different Course, change drivers, or end the game. Use the Control Pad to highlight your desired choice and press the B Button to activate the choice.

vs CPU Mode
In the vs CPU Mode, you choose a Character and the computer chooses your opponent. You can race for five laps on any of the 16 Tracks with five Blaster shots per race. When you finish a race, you can choose to retry the Track, change to a different Course, change drivers, or end the game.

1 PLAYER MODE

There are five 2-Player-Simultaneous Modes of play: Race Mode, 2P vs Mode, Point Race Mode, Bumper Chase Mode, and Blaster Master Mode.

Race Mode

In Race Mode, you and a friend each race against the computer in a split screen format. On the Racing Screen, the top screen shows player 1 vs the computer and the bottom screen shows player 2 against the computer.

2P vs Mode

The 2P vs Mode is a head-to-head race between you and a friend. It is a split screen format with Player 1's perspective in the top screen and Player 2's perspective in the bottom screen. At the end of the race you can choose to retry the Track, change to a different Course, change drivers, or end the game.

Point Race Mode

Point Race Mode is also a head-to-head race where you run over objects on the Course to get points. When you access the Course Select screen, the objects you must run over are displayed on the right hand side of the screen.

Bumper Chase Mode

Bumper Chase Mode is like a Demolition Derby where you try to ram your opponent off the Course. You have 99 seconds to win this race, and there are no Blasters in this Mode.

Blaster Master Mode

Blaster Master Mode is an unlimited Blaster head-to-head battle. Each player starts with the same amount of Life Energy which is displayed in the Life Bar in the upper left hand side of the Racing Screen. In this Mode, you have 99 seconds to defeat your opponent.

WINNING THE GAME

To win the game, you must avoid many obstacles including oil slicks and spin outs, while staying on the course as much as possible. You will also need to take advantage of the various ramps and speed energizers that will increase you overall performance. If you finish in first place in all five Tracks while playing at the Pro Level, you will access a secret character and a secret course will appear.